

FIG. 1

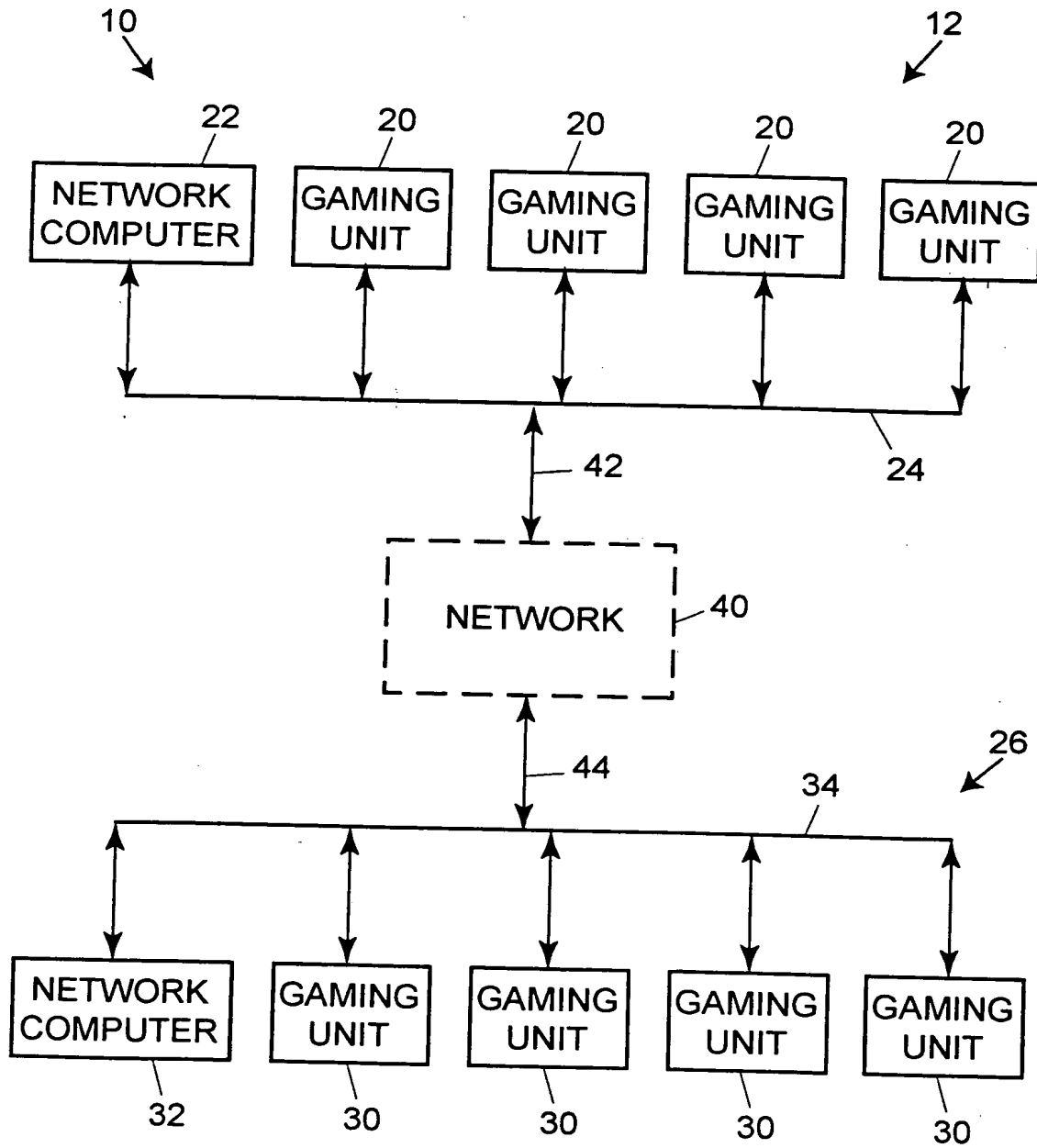


FIG. 2

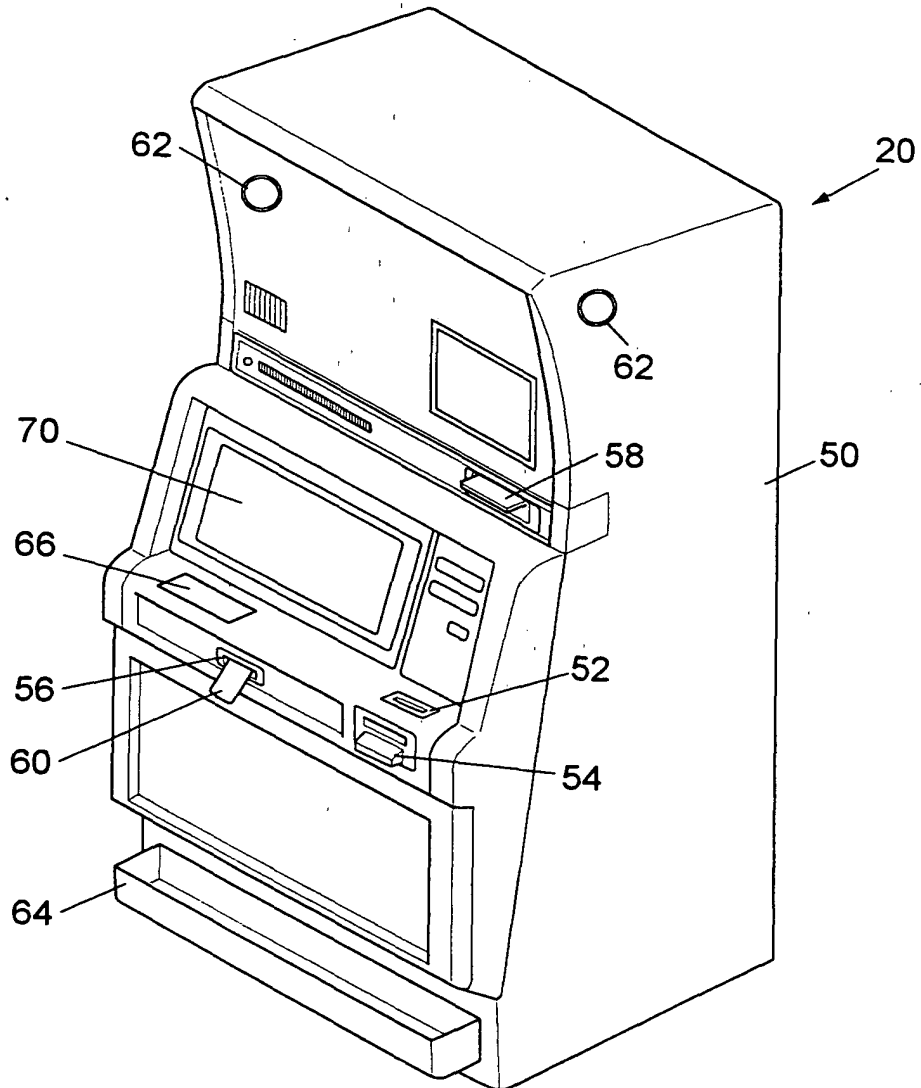
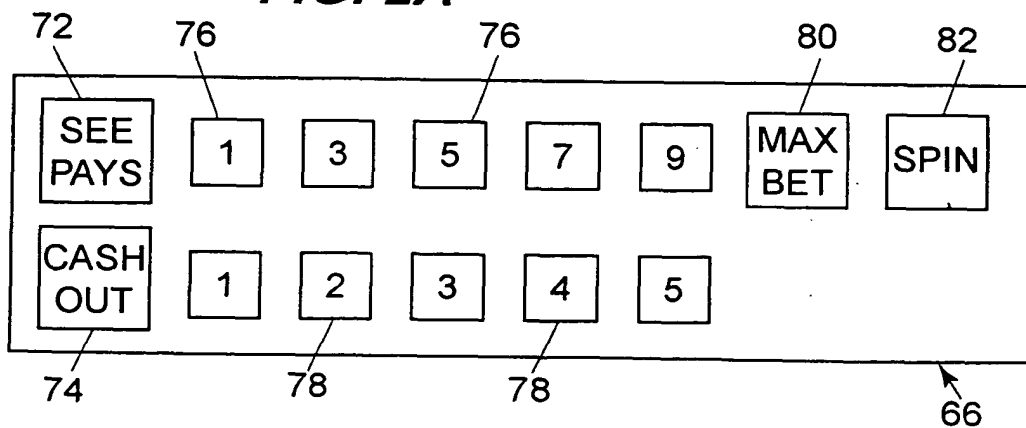


FIG. 2A



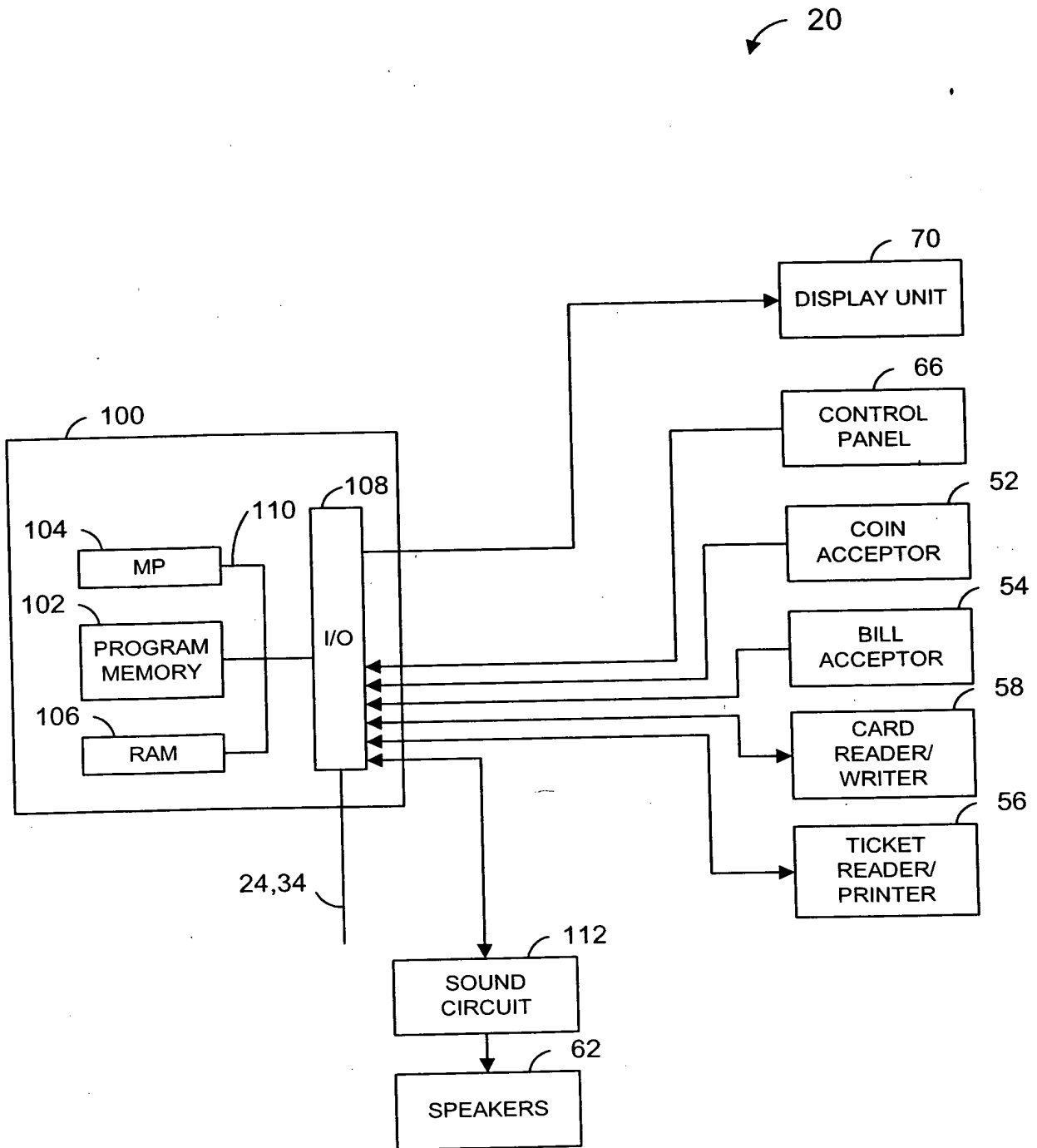


FIG. 4

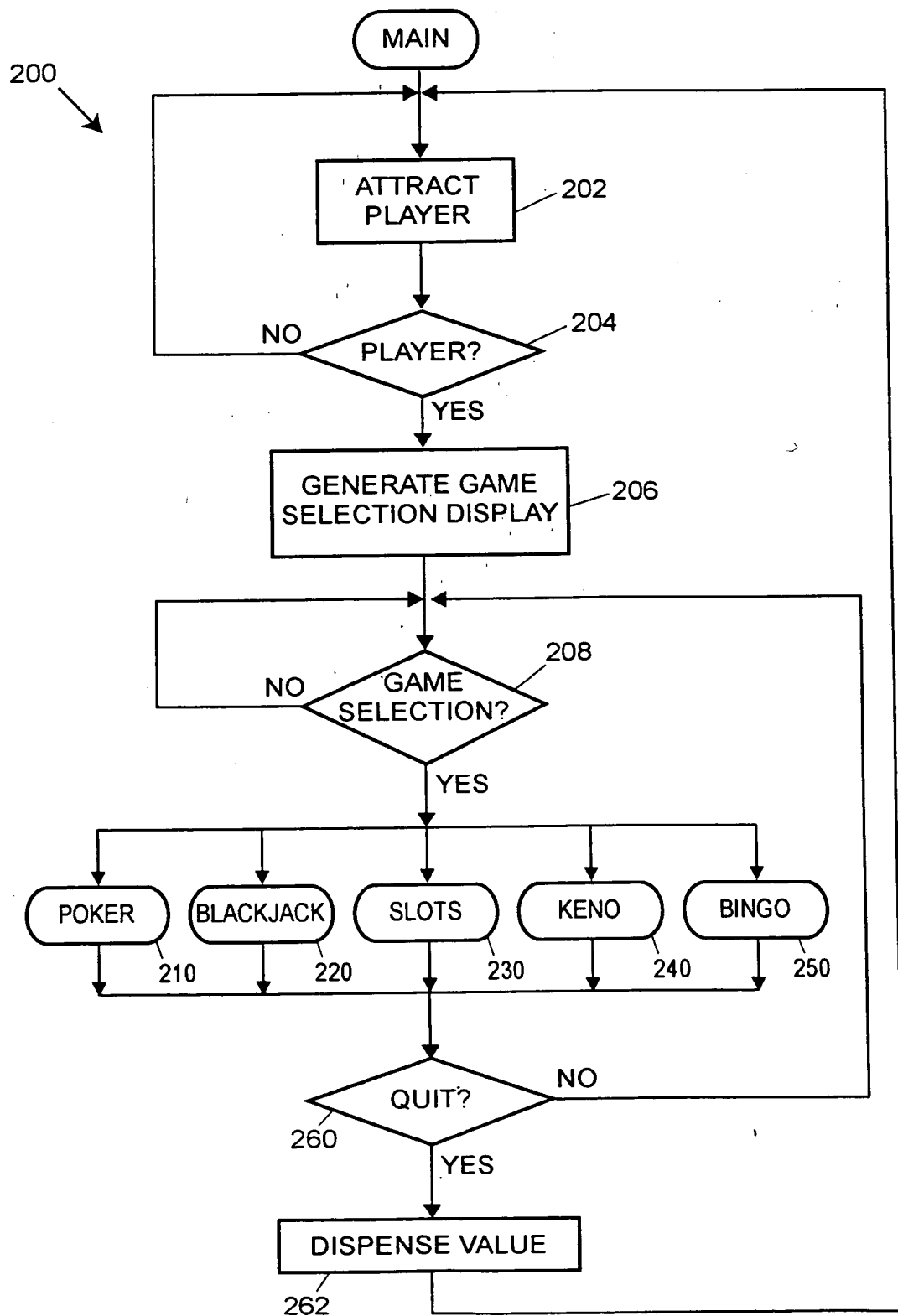


FIG. 5

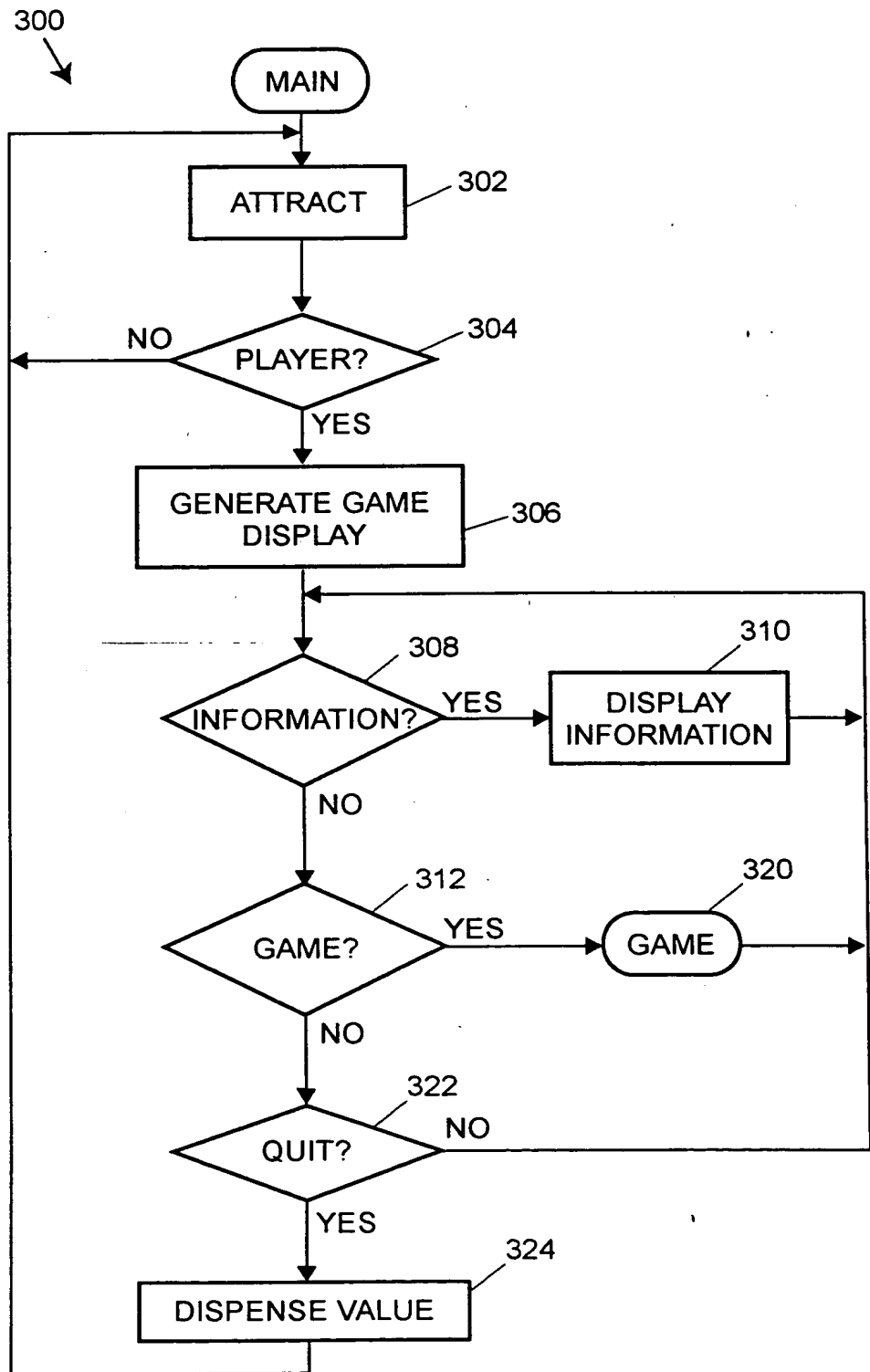


FIG. 6

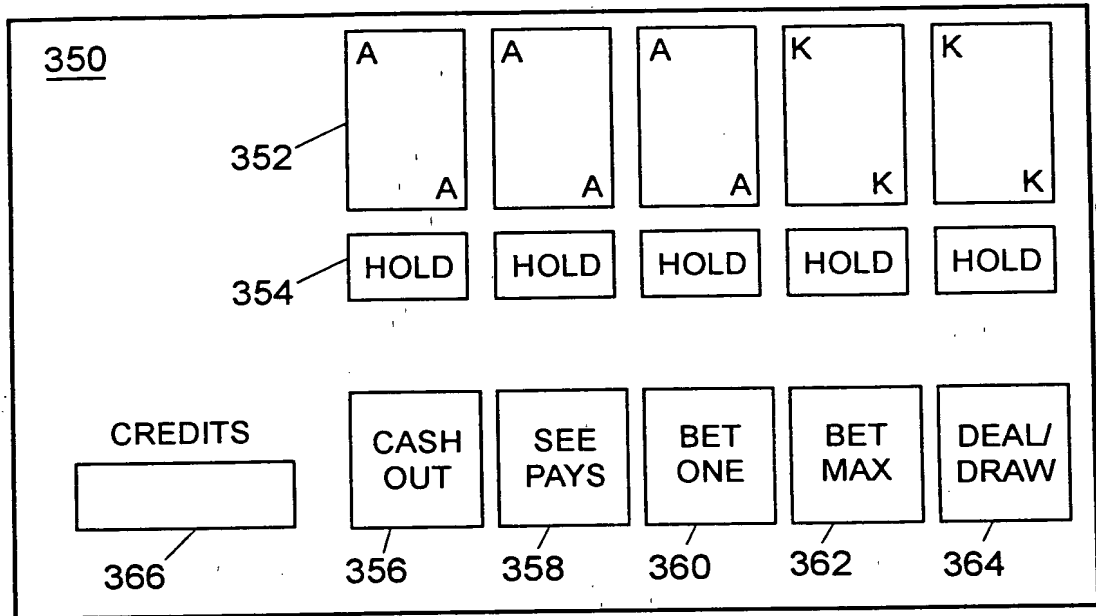


FIG. 7

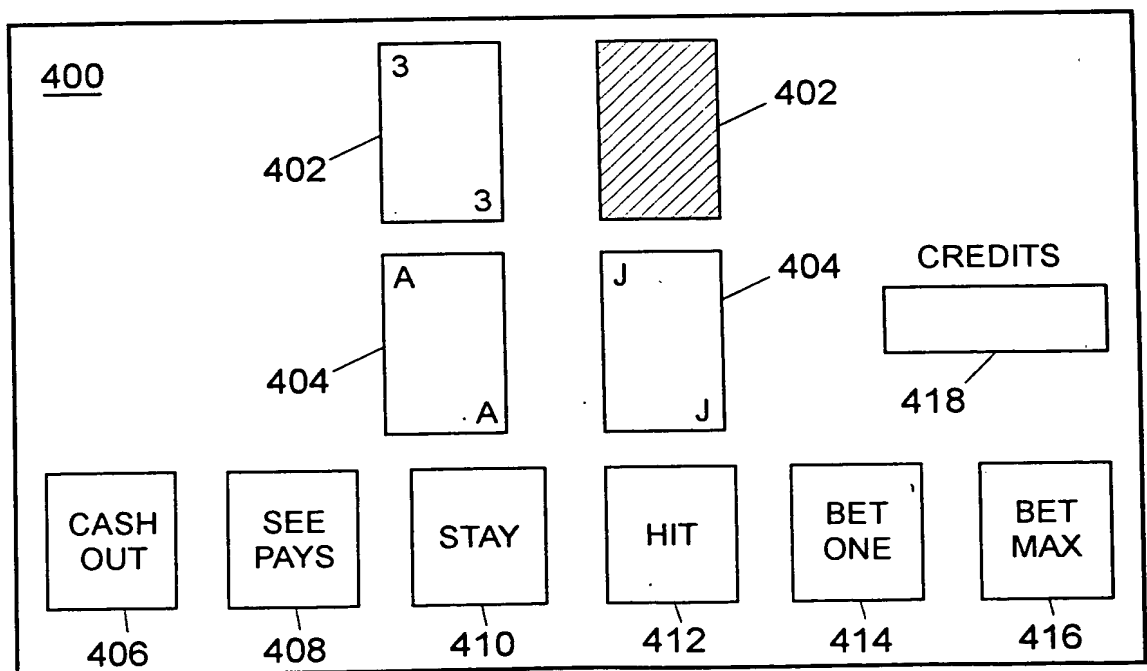


FIG. 8

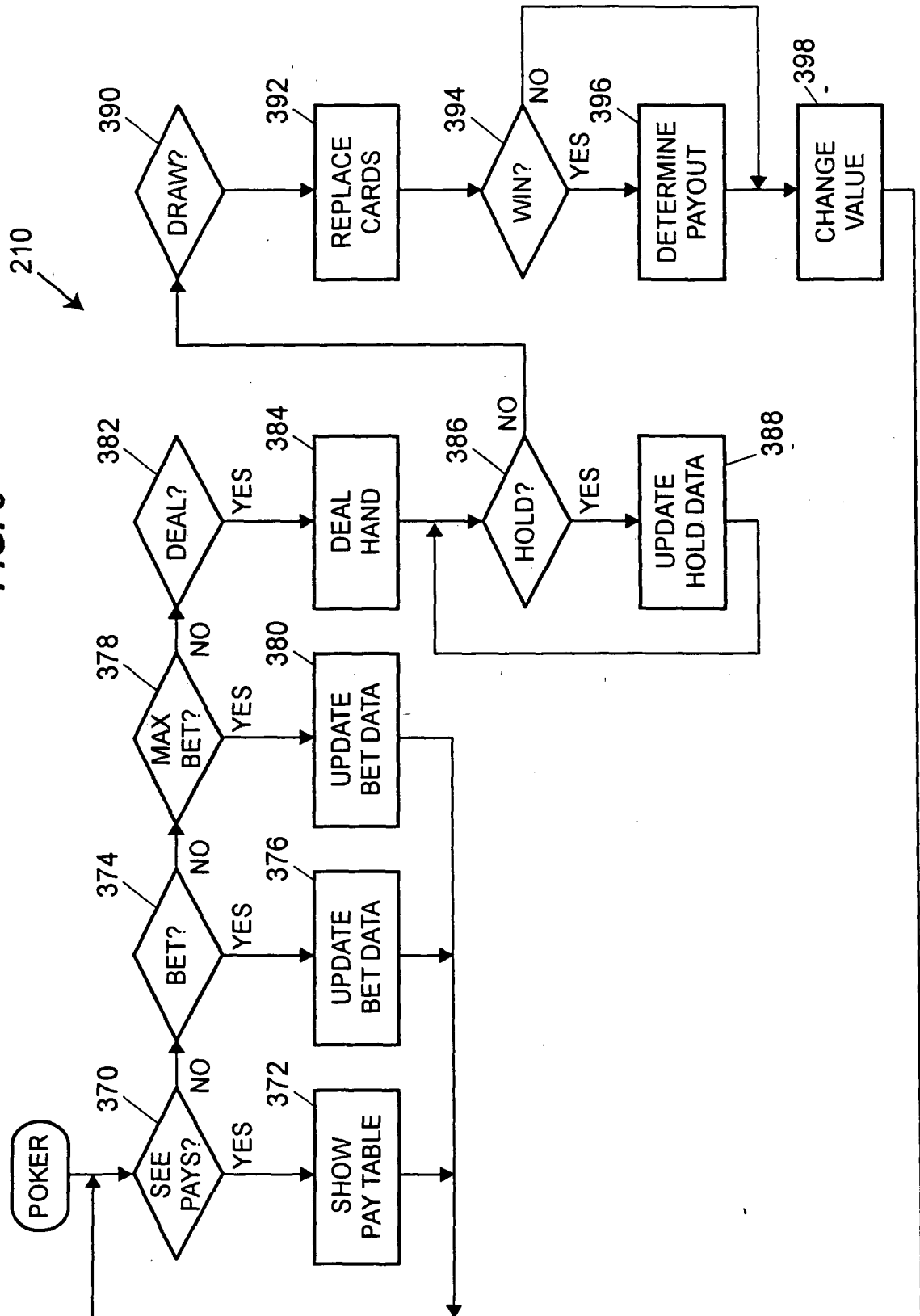


FIG. 9

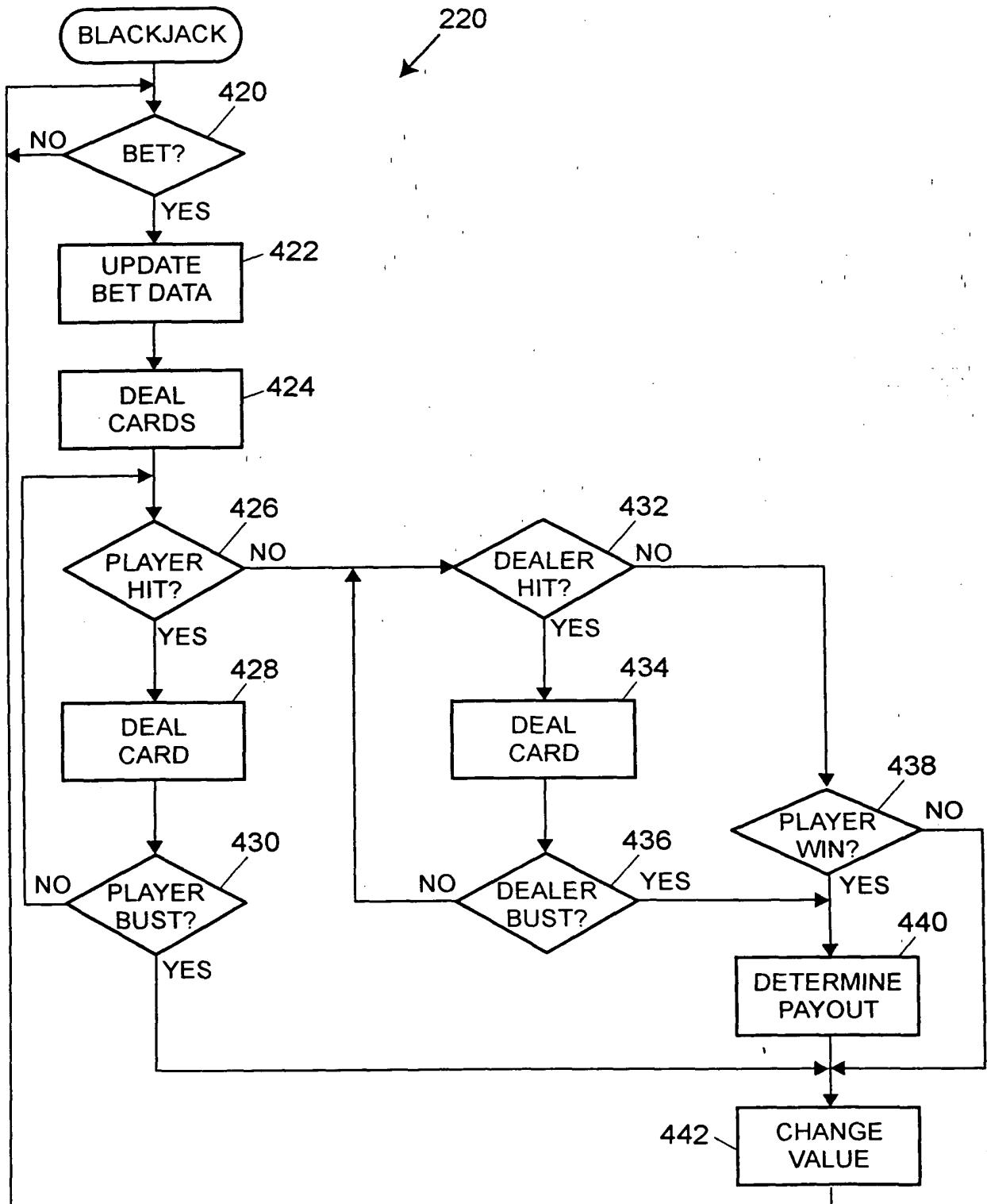


FIG. 10

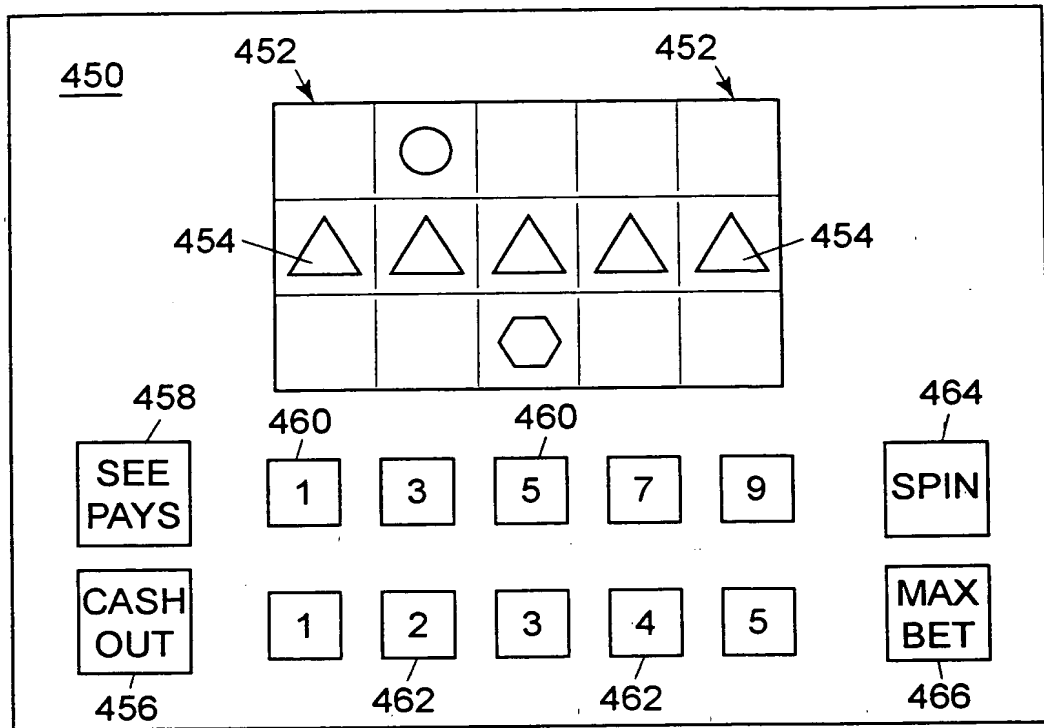
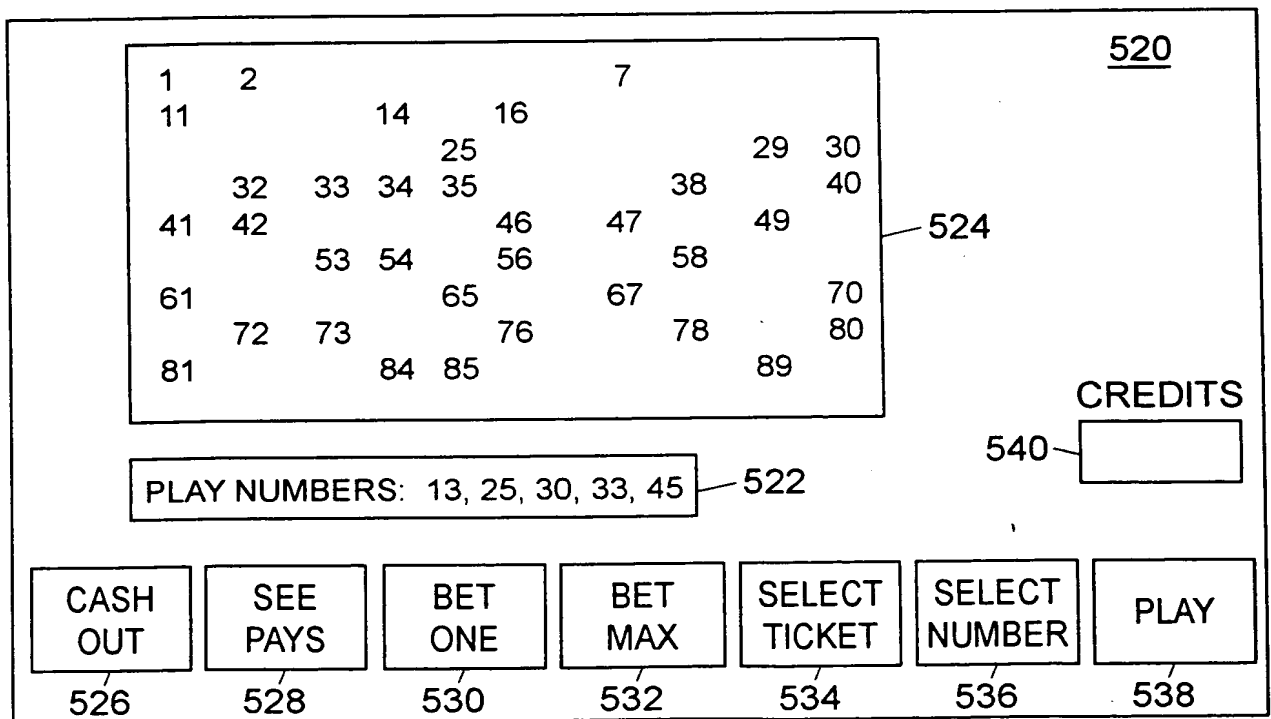


FIG. 11



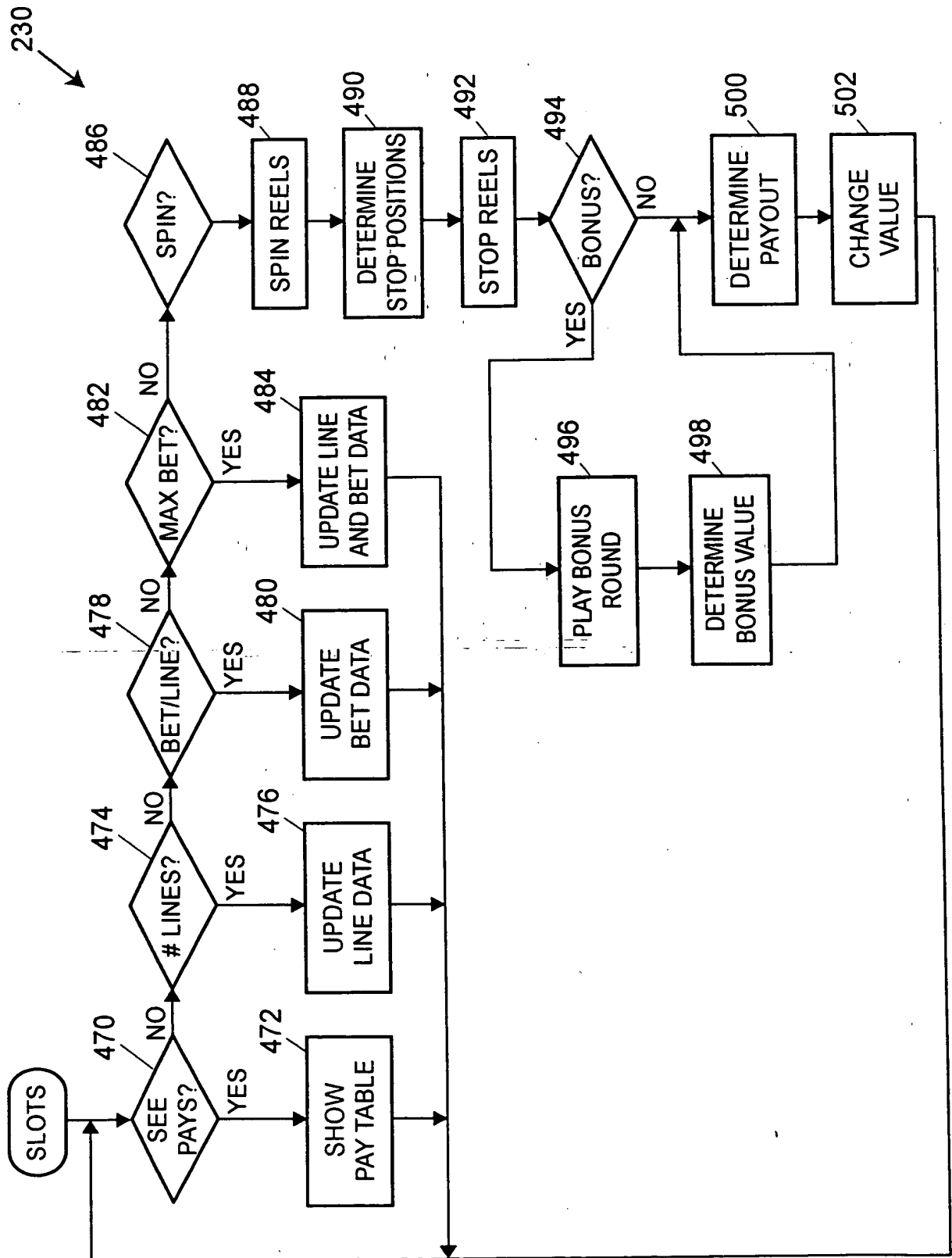


FIG. 12

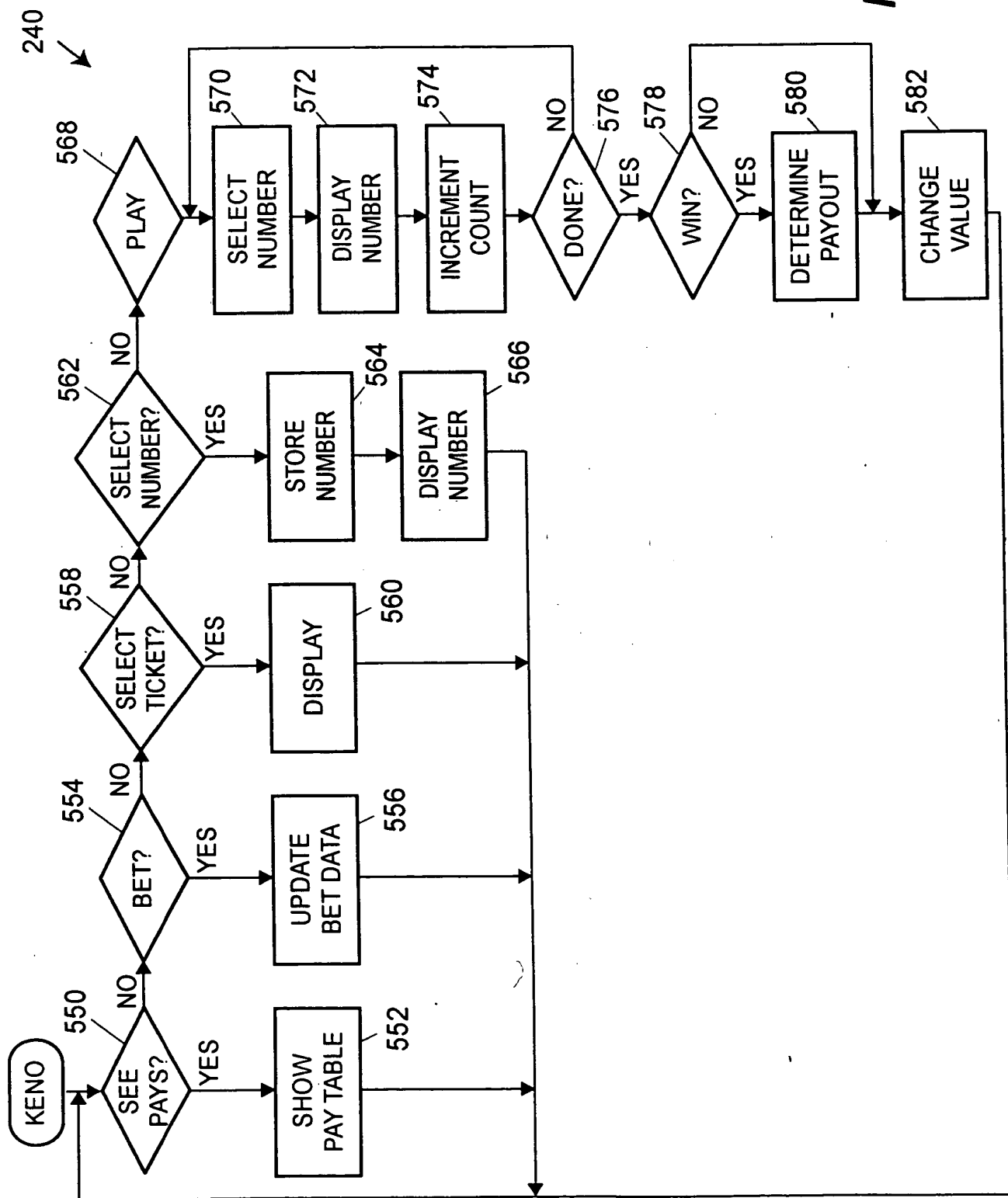


FIG. 13

FIG. 14

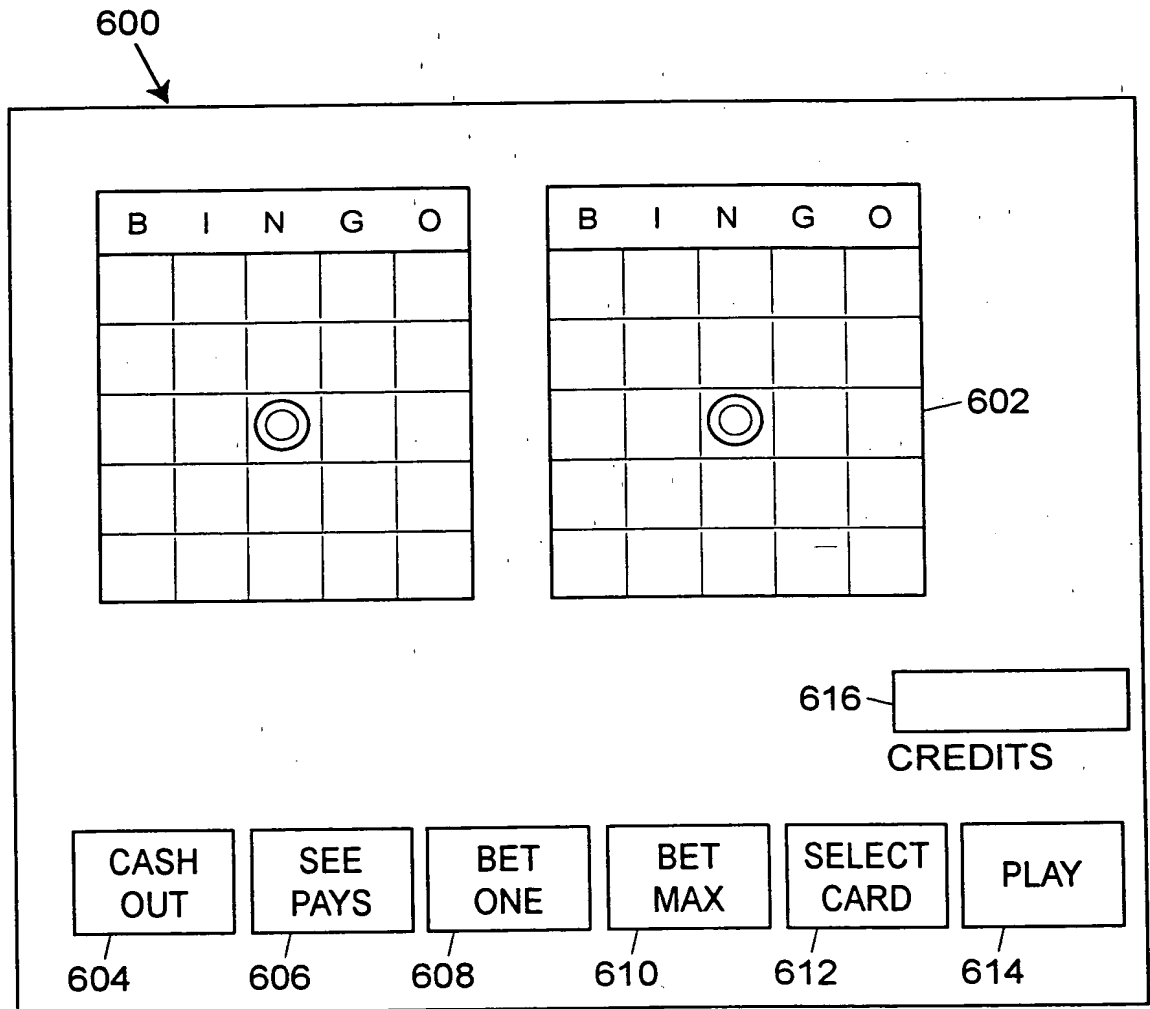


FIG. 15

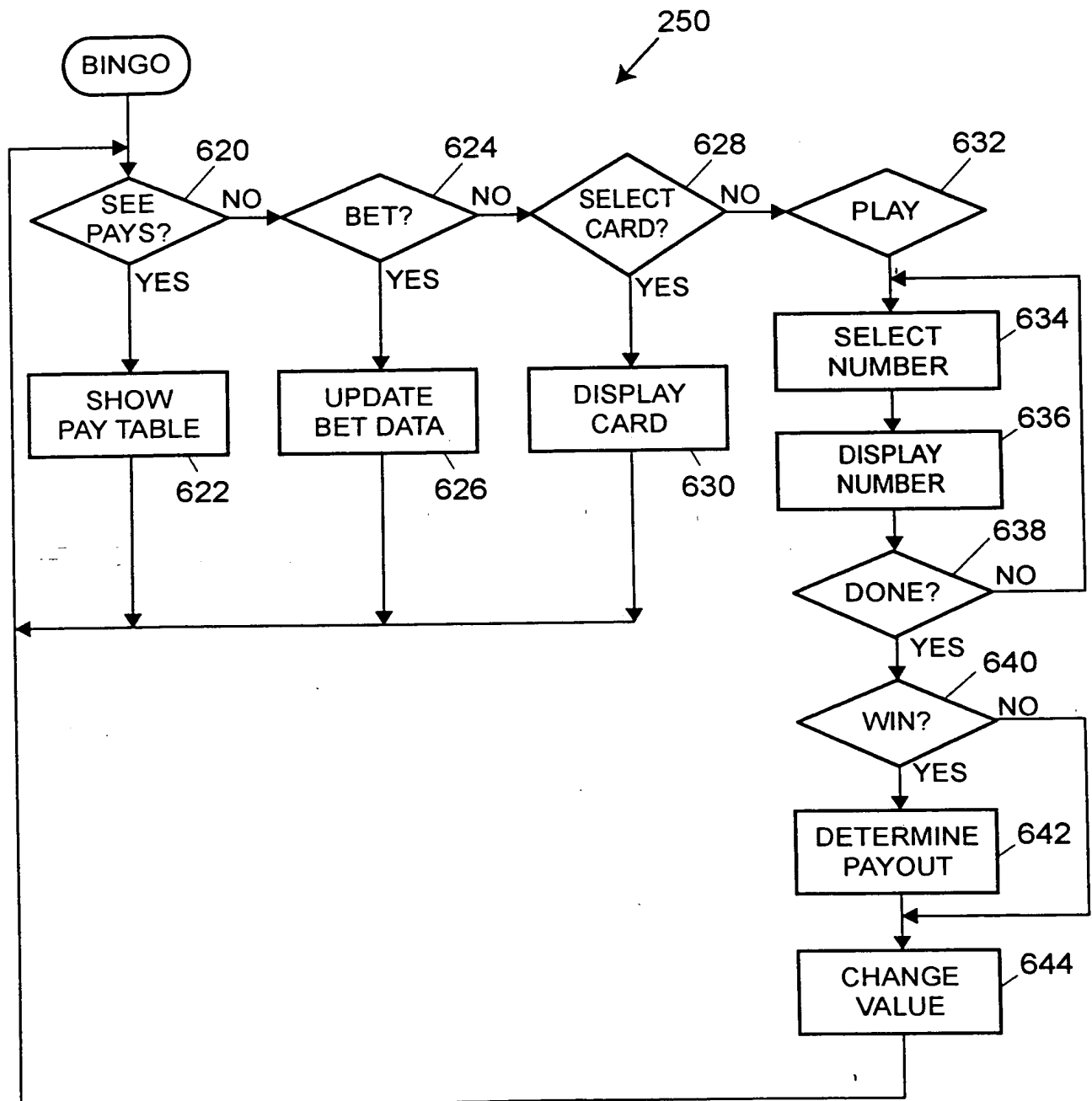


FIG. 16

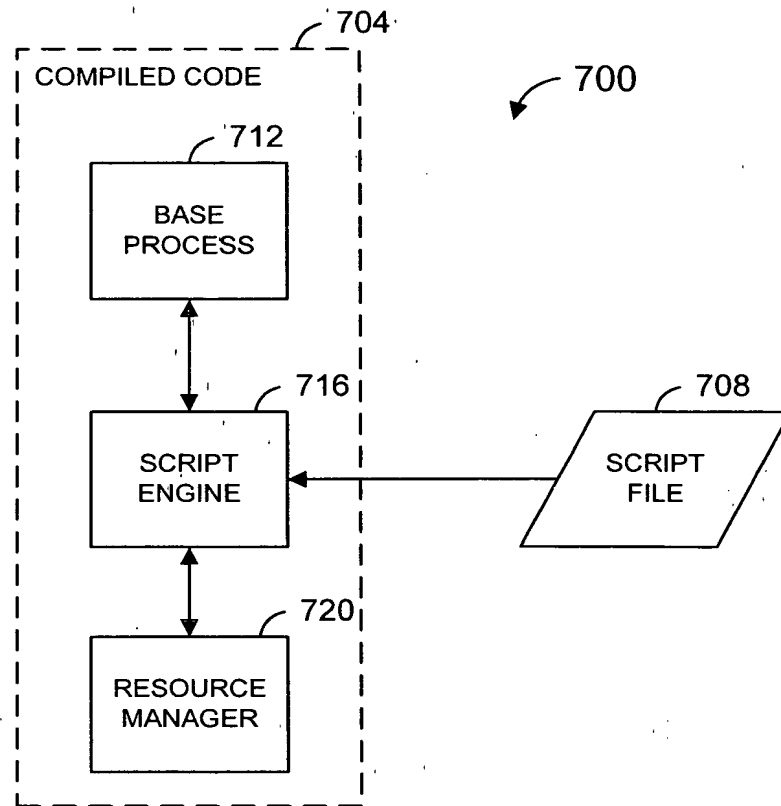
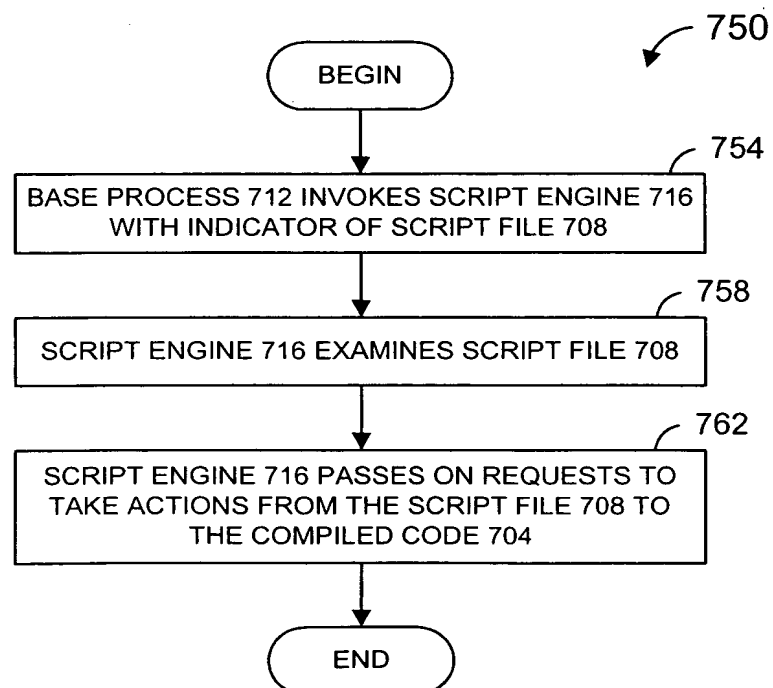
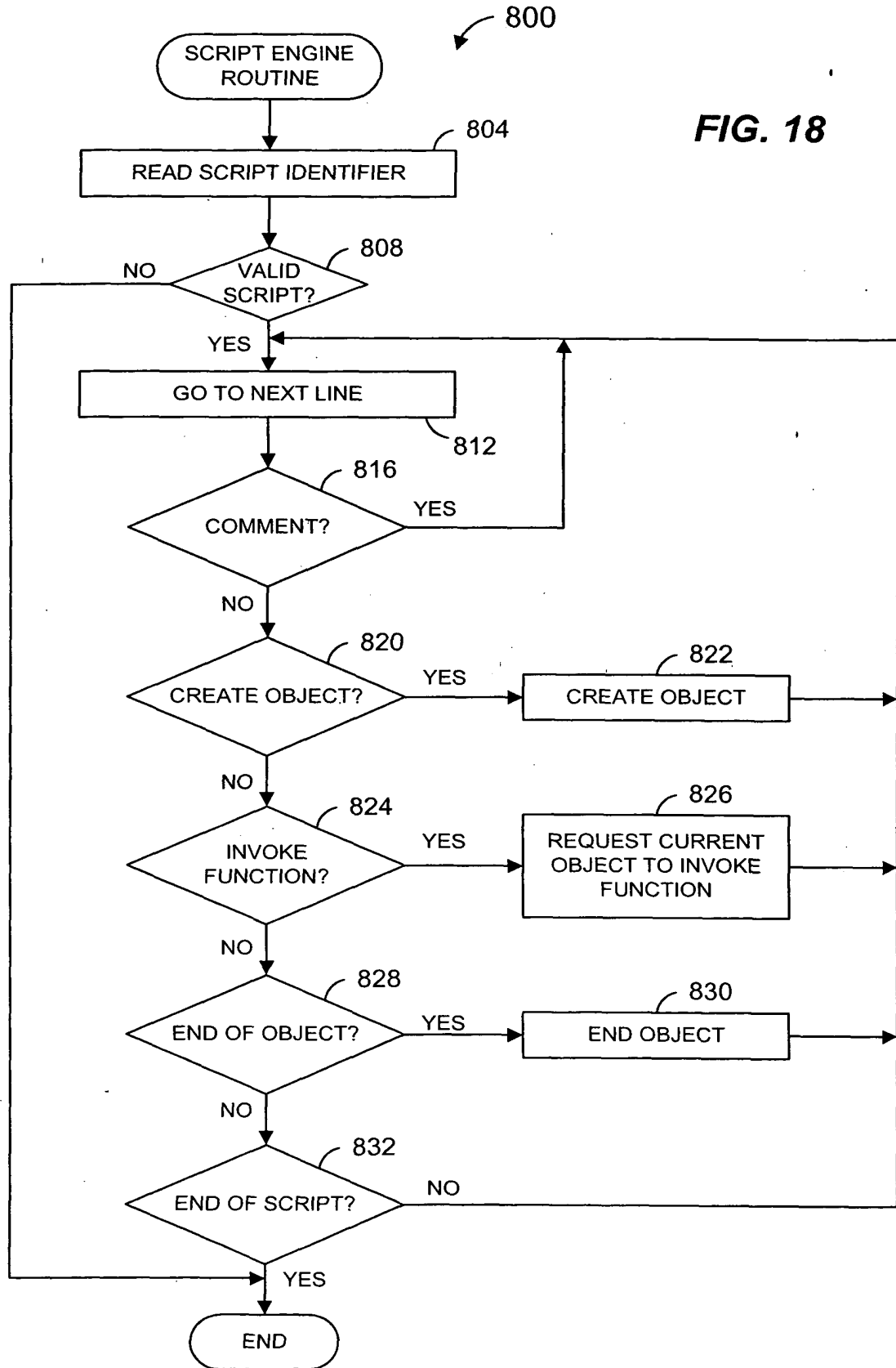


FIG. 17





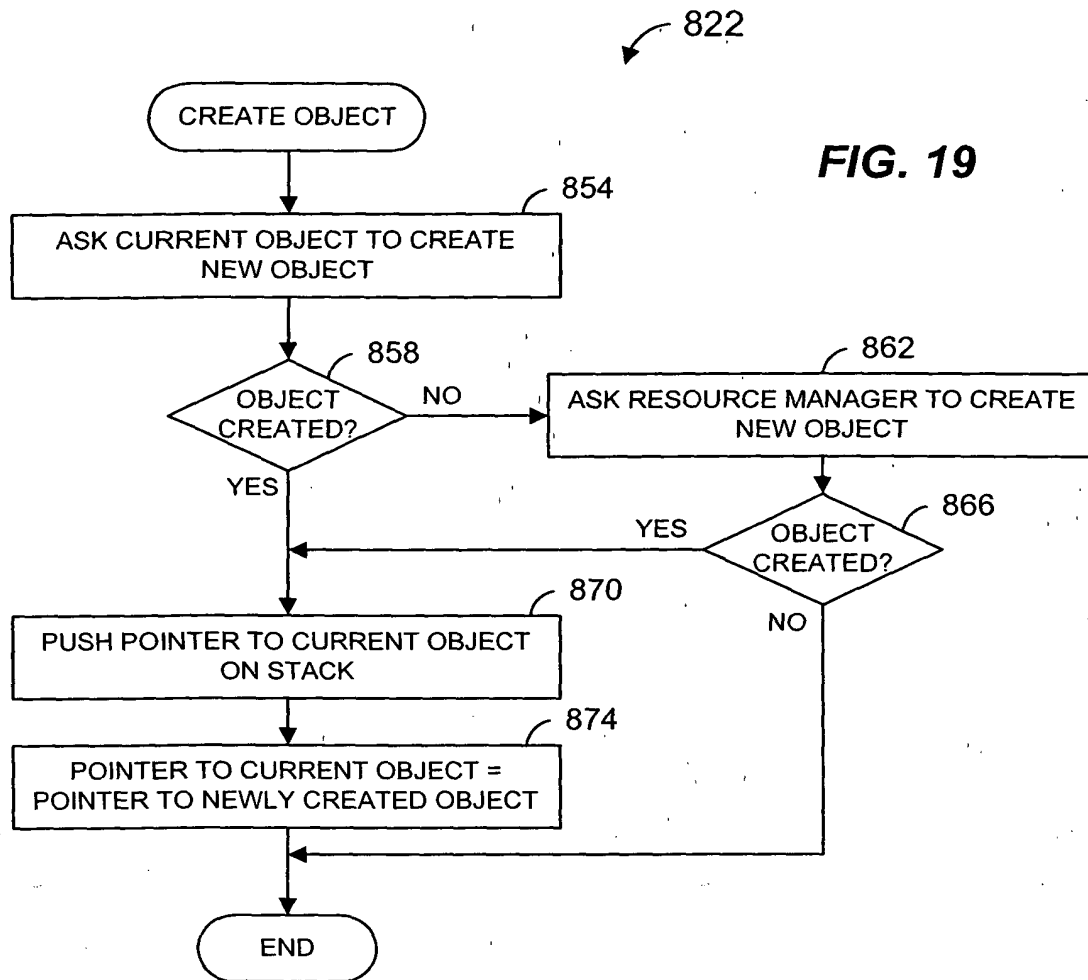


FIG. 20

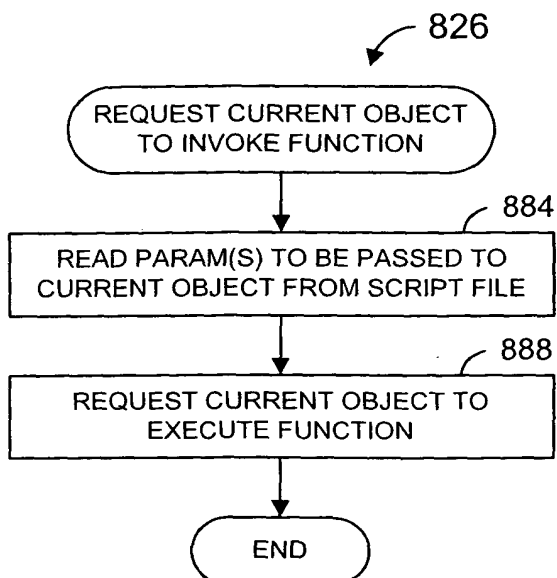


FIG. 21

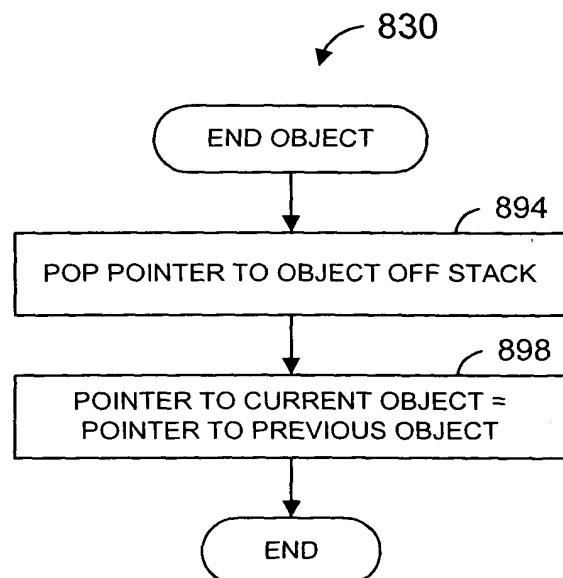
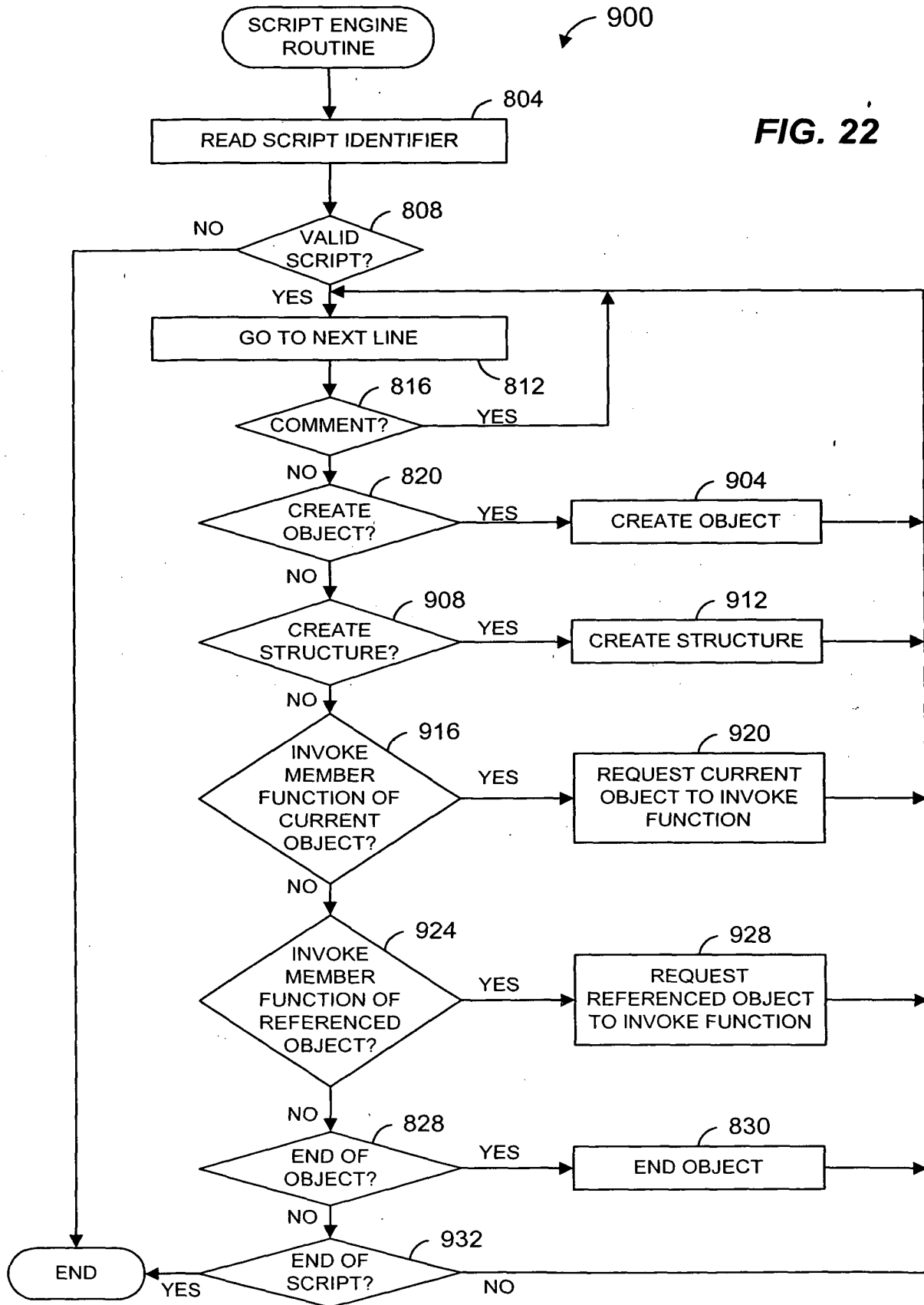


FIG. 22



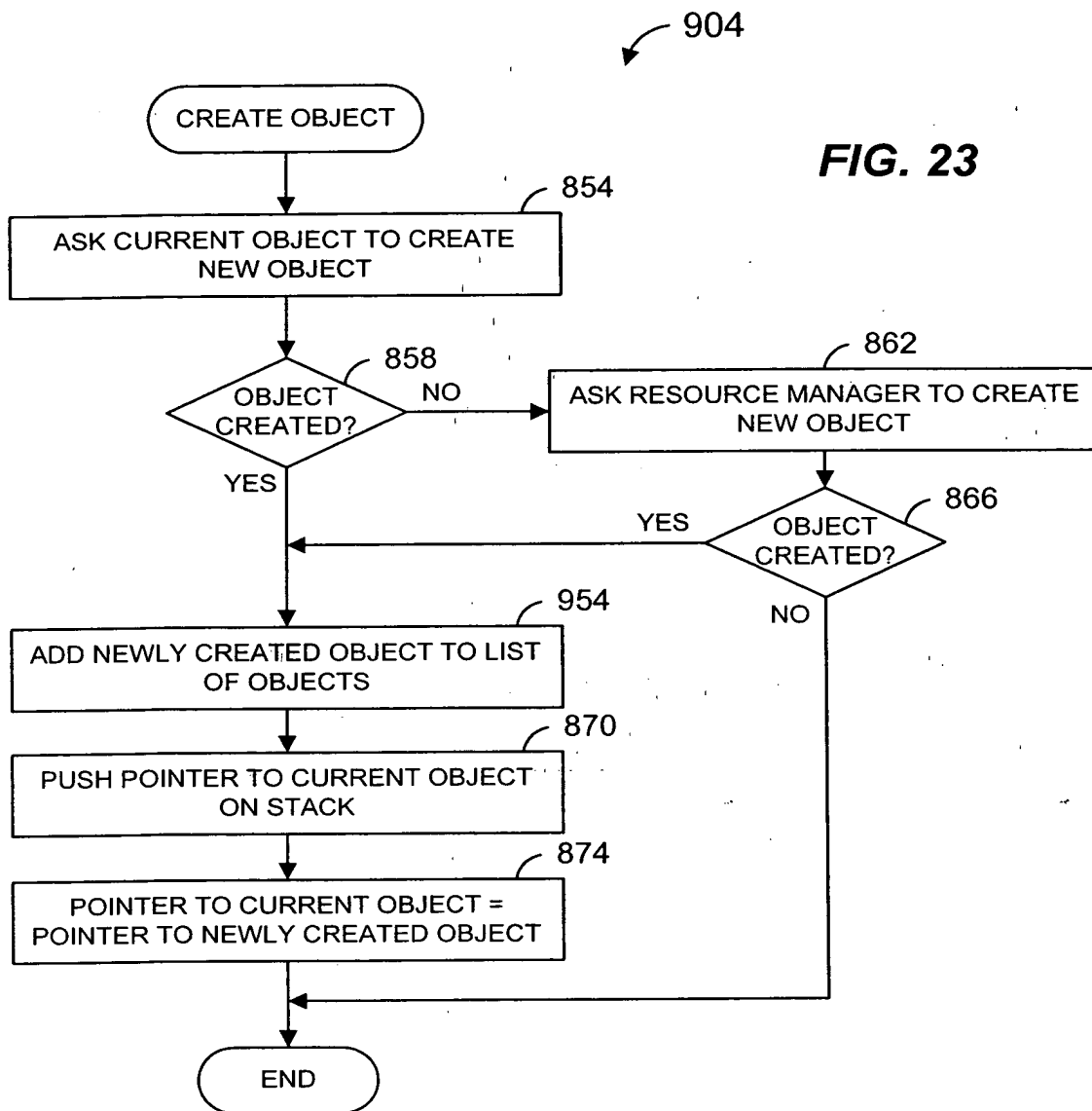


FIG. 24

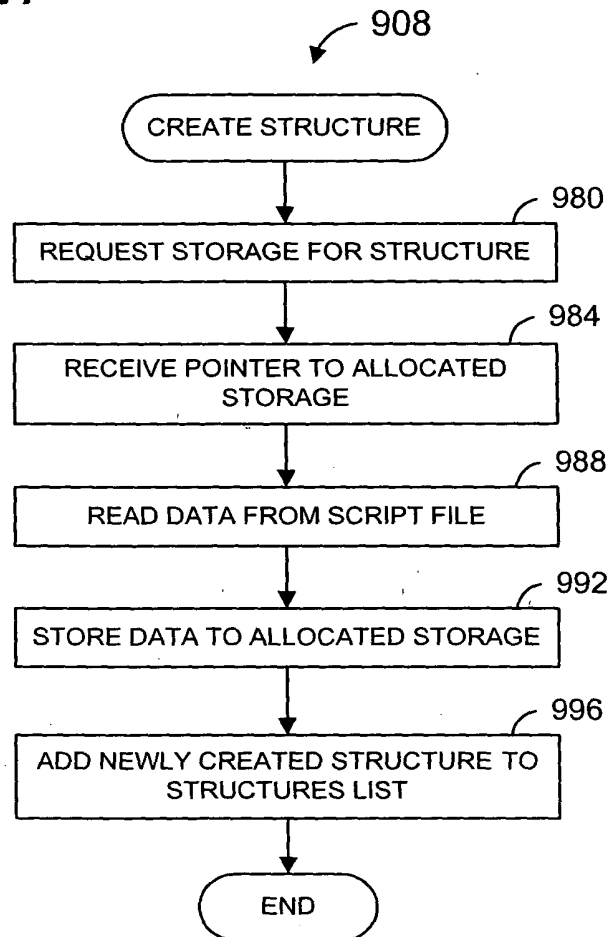


FIG. 25

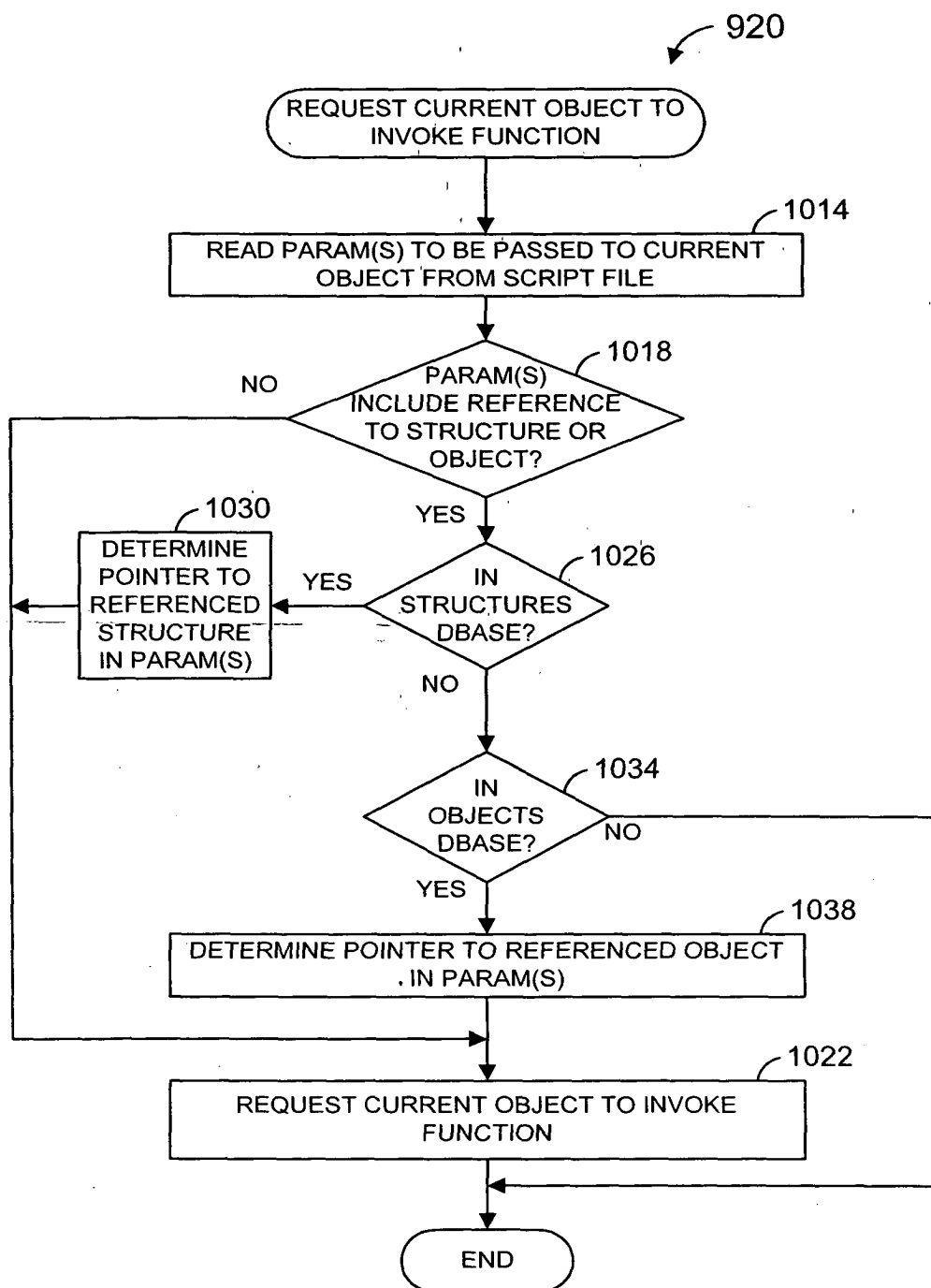


FIG. 26

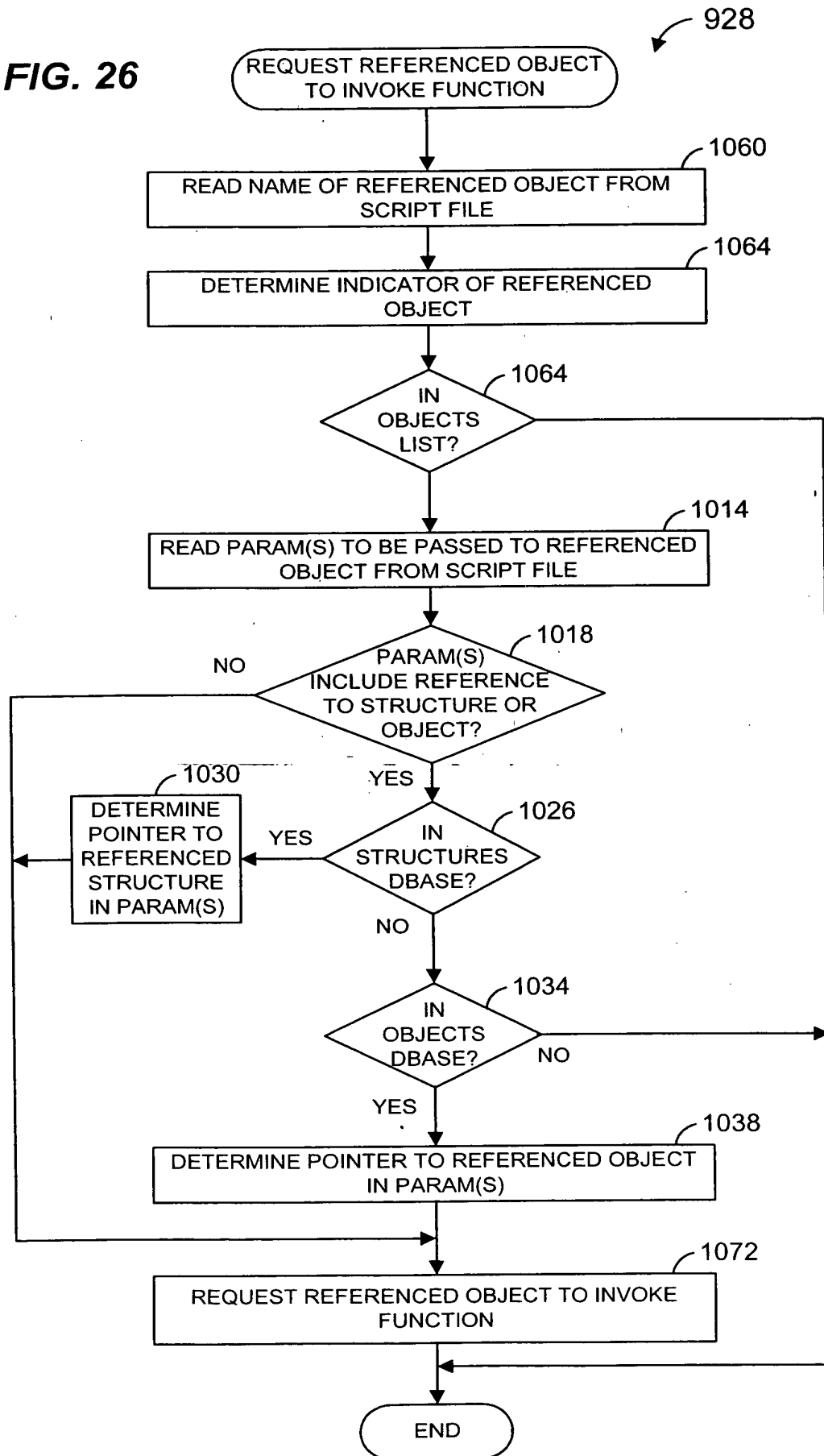


FIG. 27

```
000000 4B 44 52 5F 59 03 00 00 41 56 50 46 01 00 00 00 HDR_Y...AVPF....
000010 52 45 4D 2B 25 00 00 00 20 54 68 69 73 20 69 73 REM+%... This is
000020 20 61 20 43 2B 2B 20 73 74 79 6C 65 20 6F 6E 65 a C++ style one
000030 20 6C 69 6E 65 20 72 65 6D 61 72 6B 00 52 45 4D line remark.REM
000040 5F 45 00 00 00 20 20 20 54 68 69 73 20 69 73 20 _E... This is
000050 61 20 43 20 73 74 79 6C 65 20 6D 75 6C 74 69 2D a C style multi-
000060 6C 69 6E 65 20 72 65 6D 61 72 6B 2E 0D 0A 20 20 line remark...
000070 20 20 20 54 68 69 73 20 69 73 20 61 20 73 65 63 This is a sec
000080 6F 6E 64 20 6C 69 6E 65 20 00 52 45 4D 2B 24 00 ond line .REM+$.
000090 00 00 20 4F 6E 6C 79 20 67 6C 6F 62 61 6C 20 73 .. Only global s
0000a0 74 72 75 63 74 75 72 65 73 20 61 72 65 20 61 6C tructures are al
0000b0 6C 6F 77 65 64 00 4E 41 4D 45 59 00 00 00 53 54 lowed.NAMEY...ST
0000c0 52 47 0B 00 00 00 53 74 72 75 63 74 75 72 65 31 RG....Structure1
0000d0 00 49 38 5F 5F 02 00 00 00 01 02 44 42 4C 5F 10 .I8.....DBL..
0000e0 00 00 00 00 00 00 00 00 00 08 40 00 00 00 00 00 .....@.....
0000f0 00 10 40 49 33 32 5F 04 00 00 00 03 00 00 00 49 ..@I32.....I
000100 33 32 5F 04 00 00 00 04 00 00 00 49 33 32 5F 04 32.....I32..
000110 00 00 00 05 00 00 00 52 45 4D 2B 27 00 00 00 20 .....REM+'...
000120 54 68 69 73 20 69 73 20 75 6E 6E 61 6D 65 64 20 This is unnamed
000130 6F 62 6A 65 63 74 20 6F 66 20 74 79 7D 65 20 41 object of type A
000140 63 74 6F 72 2E 00 4F 42 4A 5F 2C 00 00 00 53 54 ctor..OBJ_....ST
000150 52 47 06 00 00 00 41 63 74 6F 72 00 46 55 4E 43 RG....Actor.FUNC
000160 16 00 00 00 53 54 52 47 05 00 00 00 73 68 6F 77 ....STRG....show
000170 00 42 4F 4F 4C 01 00 00 00 01 4F 42 4A 5F 56 00 .BOOL.....OBJ_V.
000180 00 00 53 54 52 47 06 00 00 00 41 63 74 6F 72 00 ..STRG....Actor.
000190 53 54 52 47 0B 00 00 00 46 69 72 73 74 41 63 74 STRG....FirstAct
0001a0 6F 72 00 46 55 4E 43 2D 00 00 00 53 54 52 47 09 or.FUNC-....STRG.
0001b0 00 00 00 61 64 64 56 65 72 74 73 00 55 53 45 5F ...addVerts.USE_
0001c0 0B 00 00 00 53 74 72 75 63 74 75 72 65 31 00 42 ....Structure1.B
0001d0 4F 4F 4C 01 00 00 00 01 4F 42 4A 5F 81 01 00 00 OOL.....OBJ_....
0001e0 53 54 52 47 06 00 00 00 41 63 74 6F 72 00 53 54 STRG....Actor.ST
0001f0 52 47 0C 00 00 00 53 65 63 6F 6E 64 41 63 74 6F RG....SecondActo
000200 72 00 52 45 4D 2B 22 00 00 00 20 41 64 64 20 41 r.REM+"... Add A
000210 63 74 6F 72 20 77 69 74 68 20 6E 61 6D 65 20 22 ctor with name "
000220 46 69 72 73 74 41 63 74 6F 72 22 00 46 55 4E 43 FirstActor".FUNC
000230 24 00 00 00 53 54 52 47 09 00 00 00 61 64 64 41 $.STRG....addA
000240 63 74 6F 72 00 55 53 45 5F 0B 00 00 00 46 69 72 ctor.USE_....Fir
000250 73 74 41 63 74 6F 72 00 52 45 4D 2B 29 00 00 00 stActor.REM+)...
000260 20 43 72 65 61 74 65 20 6F 62 6A 65 63 74 20 50 Create object P
000270 69 76 6F 74 41 74 74 72 69 62 75 74 65 20 28 22 ivotAttribute ("
000280 50 69 76 6F 74 31 22 29 00 4F 42 4A 5F 88 00 00 Pivot1").OBJ_...
000290 00 53 54 52 47 0F 00 00 00 50 69 76 6F 74 41 74 .STRG....PivotAt
0002a0 74 72 69 62 75 74 65 00 53 54 52 47 07 00 00 00 tribute.STRG....
0002b0 50 69 76 6F 74 31 00 52 45 4D 2B 25 00 00 00 20 Pivot1.REM+%...
0002c0 50 61 72 65 6E 74 20 74 68 69 73 20 6F 62 6A 65 Parent this obje
0002d0 63 74 20 74 6F 20 22 53 65 63 6F 6E 64 41 63 74 ct to "SecondAct
0002e0 6F 72 22 00 43 41 4C 4C 2D 00 00 00 53 54 52 47 or".CALL-....STRG
0002f0 0C 00 00 00 53 65 63 6F 6E 64 41 63 74 6F 72 00 ....SecondActor.
000300 53 54 52 47 09 00 00 00 61 64 64 50 69 76 6F 74 STRG....addPivot
000310 00 54 48 49 53 00 00 00 00 43 41 4C 4C 40 00 00 .THIS....CALL@..
000320 00 53 54 52 47 0B 00 00 00 46 69 72 73 74 41 63 .STRG....FirstAc
000330 74 6F 72 00 53 54 52 47 09 00 00 00 61 64 64 56 tor.STRG....addV
000340 65 72 74 73 00 55 53 45 5F 0B 00 00 00 53 74 72 erts.USE_....Str
000350 75 63 74 75 72 65 31 00 42 4F 4F 4C 01 00 00 00 ucture1.BOOL....
000360 00
```